01/W FD 01/W VOICE NAME LIST

< PROGRAM >

Bank A

00 Ephemerals	01 16' Piano	02 Orchbrass	03 Woodwind	04 RosewoodGt
10 GhostRyder	11 DigiPiano1	12 OrchTrpts	13 Alto Sax	14 Alan's Run
20 OxygenMask	21 Perc.Org 1	22 Brass Band	23 Bottles	24 ZingString
30 Fresh Air	31 DoubleStop	32 FrHrn&Tuba	33 Sweet Oboe	34 Harmonics1
40 FreeFlight	41 Hard Tines	42 Fat Synth	43 Harmonica	44 Strategy
50 DesertDawn	51 PadPiano 1	52 Trombone 1	53 Tenor Sax	54 Blue Moon
60 Syn Choir	61 Clav	62 Mute Ens.	63 Tin Flute	64 JStick Wah
70 Aliabase	71 Spit Organ	72 FanFare	73 Clarinet	74 PedalSteel
80 Shimmering	81 Whirly	82 Muted Trpt	83 Flute	84 Clean Gtr
90 UnderWater	91 Full Pipes	92 JSDogfight	93 PerkySaxes	94 Sitar

05 VS Bells 1	06 XFade Bass	07 TheStrings	08 Residrops	09 Total Kit
15 Marimba	16 B.Bass	17 ChamberEns	18 Tidal Wave	19 Jet Stream
25 SolarBells	26 RezzzzBass	27 Analog Pad	28 SynPiano	29 Dance Kit
35 SteelDrums	36 Pick Bass	37 Choir L+R	38 Raw Deal	39 Mr. Gong
45 Borealis	46 SlapBass 1	47 Bass&Cello	48 AnalogPerc	49 FreezeDrum
55 XpressBell	56 TKO Bass	57 Harp	58 Soft Pad	59 Orch Hit
65 DigiBell	66 OctaveBass	67 Voices	68 RezzzzzPad	69 VeloGated
75 Log Drums	76 Seq. Bass	77 ArcoAttack	78 Expecting	79 Crickets
85 Bell Rise	86 Deep Bass	87 Air Vox	88 NuclearSun	89 50's SciFi
95 Metal Bell	96 BowBowBass	97 SadStrings	98 MonoLead 1	99 Flutter

Bank B

00 DreamWeave	01 8' Piano	02 Velo.Horns	03 SweetReeds	04 ClassicGtr
10 Pitzpan	11 DigiPiano2	12 Trumpet	13 SopranoSax	14 FeedBacker
20 Lub Pad	21 CX − 3	22 Brass 1	23 Pan Flute	24 A.Guitar
30 Sanctuary	31 DWGS EP	32 FrenchBoys	33 BasoonOboe	34 Harmonics2
40 BellShower	41 Old EP	42 LeadStab 1	43 Musette	44 MuteGuitar
50 Hyperborea	51 Super Tine	52 Trombone 2	53 Bari.Sax	54 Hackbrett
60 AirFlight	61 Gospel Org	62 Brass 2	63 Arabesque	64 JazzGuitar
70 Gasmore	71 PercOrg 2	72 Soft Horns	73 Bassoon	74 Mr. Banjoe
80 Ghost Pad	81 Digi Years	82 Muted Bone	83 EnglishHrn	84 Mr. Clean
90 Spectrum	91 Positive	92 SFZ Brass	93 Scotland	94 Koto

05 VS Bells 2	06 A.Bass 1	07 YourString	08 Bellevue	09 MrProducer
15 Kalimba	16 E.Bass 3	17 Rosin Bros	18 Tona Pad	19 Stadium!!!
25 EtherBells	26 Resi Bass	27 String Pad	28 Tap Dance	29 Percussion
35 Gamelan	36 Syn Pick	37 Choir	38 Shapedet	39 Timpani
45 Baby'sGone	46 SlapBass 2	47 Stradivari	48 Quitar	49 Velo Perc
55 SplitBells	56 Tech Bass	57 Pizzicato	58 Pulse Pad	59 Drum Hit
65 Vibraphone	66 Fretless	67 Heavenly	68 WS Analog	69 Orch Perc
75 Music Box	76 Cool Bass	77 Marcato	78 MlwSquares	79 Shellphone
85 Bell Tree	86 A.Bass 2	87 Vox Voice	88 Vox Dude !	89 AlienVisit
95 Tubular	96 Stab Bass	97 Too Bad...	98 MonoLead 2	99 Steam

< Combination >

Bank A

00	**DawnOfTime**	Split/Layer Pad. Aftertouch adds Filter Modulation.
01	**MIDI Piano**	Layer. Velocity increases Chorus depth and Reverb Level.
02	**The Finale**	Velocity/Split/Layer. Bottom Octave is Timpani only, C#3 — B6 is Orchestral sound. Velocity adds Orch Hit and Orch Percussion. C7 is Audience Applause, They loved it !
03	**SuperSynth**	Split/Layer (B3 — C4). Big Analog Split using Waveshaping.
04	**Vox Picker**	Layer of E.Guitar, Piano Pad and Voice. Slider and Joystick(—) add Chorus and Reverb.
05	**Bell&Blue**	Layer of Bellevue, Analog Pad and Ether Bells.
06	**VolumeKnob**	Split/Layer/Velocity (E4 — F4). Lower Velocity adds Clean Guitar on bottom half, Damper Pedal enabled on bottom and Pitch Bend on upper half. Slider and Joystick increase Chorus.
07	**Orchestra**	Multi Layer. Slider increases Reverb depth.
08	**MillerTime**	Velocity/Layer/Split (B3 — C4). Lower keyboard half just for bass, upper half presents muted brass and bigband while playing with harder Velocity. Reverb Level is Velocity controlled.
09	**Mega Drums**	Multi Layer. Slider increases Gated Reverb and decreases exciter amount.
10	**Animotion**	Layer. Slider decreases Delay Amount.
11	**Notre Dame**	Layer/Split (C4 — C#4). Pipe Organ, Choir, and Velocity adds Tubular Bell.
12	**Warm Brass**	Layered Brass.
13	**Evolution**	Layer. Aftertouch adds Filter Modualtion and expands Stereo Field.
14	**Whammy&Pad**	Split/Layer (D#4 — E4). Bottom half is String Pad with Damper enabled, top half is Distorted Guitar with 1 Ocatve Pitch Bend enabled. Slider and Joystick(—) add Fx Ballance.
15	**Botswana**	Split/Multi Layer (G4 — G#4). Velocity adds Crickets on lower half and Kalimba on upper half. Damper enabled on lower half only. Slider and Joystick(—) add Chorus and Reverb.
16	**Salsa Band**	Split/Layer/Velocity (C4 — C#4). Hard Velocity adds "Salsa" horns. Slider and Joystick(—) increase Chorus rate and decrease Reverb depth.
17	**Marcato**	Layer. Very dynamic Marcato Strings. Use slider to increase Reverb Level.
18	**Jazz Hits**	Multi Layer/Split/Velocity(B3 — C4). Lower half is E.Bass, upper half is Organ, hard Velocity adds Brass hits to upper half.
19	**LostTemple**	Split/Layer/Velocity (E4 — F4). Hard Velocity adds Gong to lower half and Arabesque to upper half. Use Aftertouch for trill effects. Follow the map so you don't get lost.
20	**Death Star**	Velocity/Layer/Split. C7 adds jet, Velocity adds explosion on bottom half of keyboard. Slider increases Flanger Speed.
21	**Old Tines**	Velocity/Layer. Electric piano. Harder Velocities adds tine.
22	**LegatoReed**	Split/Layer (F#4 — G4). Bottom half is Ensemble with Damper Pedal enabled, top half is English Horn with Pitch Bend enabled. Slider and Joystick(—) increase Reverb and Exciter.
23	**Pollen**	Layer. Hope you're not allergic to this sound.
24	**XpressBass**	Multi Velocity/Layer. Harder Velocities add slap — bass.
25	**ChinaBell**	Velocity/Layer. Hard Velocity adds transposed Split Bells.Slider and Joystick(—) add Chorus and Reverb.
26	**Polka Box**	Layer/Split (B3 — C4). Accordeon split, Roll out the Barrel!
27	**SuperVoice**	Layer. Real Voices.
28	**Sax Band**	Layer. Very dynamically controllable Sax section. Velocity controls Reverb level.
29	**Sea Storm**	Split/Layer. Buoys on C4 and C5, Foghorn on G3. Hit the rest to get the storm and waves. Joystick increases really bad weather!
30	**VoxGamelan**	Split/Layer (G2 — G#2).
31	**The Legend**	Layered Organ. Slider and Aftertouch control Rotary Speed.
32	**Crescendo**	Split/Layer (C4 — C#4) of SFZ Brass. Lower half is layer with Timpani, Orch Crash and Orch Hit.

33	Power 4ths	Split/Layer (B3 — C4). Bottom is Resonant Bass, upper half is preset 4th chord for power leads.
34	12 Stereo	Layer. Velocity controls panning.
35	AirCastles	Layer of Airy Pad. Aftertouch increases Reverb depth and Velocity increases Chorus Speed.
36	Piano&Strg	Layer. Velocity increases Reverb Level.
37	Chamber	Layer/Split. Play dynamically to get the bow. Velocity increases Reverb Level.
38	Velo City	Split/Layer of Bass and Pad(B3 — C4). Velocity increases 'snap' of Bass and Pad.
39	Dance Club	Layer/Split/Velocity. Drums (C2 — C4), funk bass (D4 — D6) with Orchesra Hit added by hard Velocity, Stadium (D#6 — A#6), Drum Effects(A6 — C7), slider increases Reverb depth.
40	SpaceBeast	Multi Split/Layer. Lower Half is deep pedal tone, upper half hold down and wait for the beast to appear.
41	Synth Clav	Layered Funky Clav with Waveshaping resonance.
42	Fat Guys	Layered Trombone and French Horn in Stereo.
43	Explorer	Layer. Bells and Airy Synth Vocal.
44	Bass Suite	Velocity/Layer. Soft Velocity is pad with Damper enabled, hard Velocity is Fretless Bass with Damper disabled. Slider and Joystick(−) add Chorus and Reverb.
45	Warm Bells	Layer. Analog Pad and Bells.
46	Astro Lead	Multi Layer/Split. Play sustained chords with on lower half and slow spacey solo on upper. Truly out there.
47	TheOldKing	Split/Layer/Velocity (C2 — C3). Hard Velocity adds Tubular and Timpani.
48	Plungers	Split/Layer (E4 — F4). Lower half is layered Bass and upper half is Orchestra Trumpets, French Horn, and Tuba.
49	Stereo Kit	Layer of Stereo panned Drumkits. Slider increase Reverb depth.
50	Wonderland	Multi Split/Layer. Play Octaves in lower half and solo in upper. Aftertouch and Slider control Rotary Speed and Delay Amount.
51	Registers	Layered Pipe Organ. Editing Levels of Timbres 2 and 3 adjusts footages.
52	StereoReed	Velocity/Layer. Velocity controls Pan Position of sounds.
53	Steam&Res	Velocity/Layer of Resonant Synth and Wind Bells. Velocity adds Steam. Slider and Joystick(−) add Chorus and Reverb.
54	ComingHome	Velocity Layer. Aftertouch increases Chorus depth.
55	Mallet Men	Layer/Velocity. Hard Velocity adds Log Drum, Slider increases Reverb depth.
56	The Gospel	Velocity/Layer. Velocity adds choir.
57	AnaStrings	Layer. Very dynamic Pad Strings. Velocity increases Reverb Level.
58	Octa Brass	Layer. Play dynamically to get the right expression!
59	HitTheDust	Layer/Split/Velocity. Velocity switch between Aliabase, PitzPan, Log Drum, Gong and DrumHit.
60	NightShift	Split/Layer. Split Point at B3 — C4. Damper on lower half only and Pitch Bend on upper half.
61	Piano Pad	Layer. Velocity increases Reverb Level.
62	MahlerHorn	Velocity/Layer. Velocity adds bright horns. Good stuff, Gustav.
63	Osmosis	Layer. Waveshaping Sweep. Aftertouch increases Chorus and MultiTap Delay depth.
64	SynthRezz	Layer. Waveshaping Synth Comp.
65	Solar*Eyes	Layer. Dusty returns!
65	Shogun	Multi Split. Timpani(C2 — D2), Koto and Harp(D#2 — E4), Tin Flute(F4 — B5), and Percussion(C6 — C7). Slider and Joystick(−) add Exciter and Reverb.
67	ThePhantom	Velocity. Switches between soft Choir and heavy Pipe Organ with large Choir. Leave the mask at home.
68	CrystalSax	Layer/Split (D#4 — E4). Lower half is airy pad and upper is Soprano Sax. Very New Age.
69	Fife&Drum	MultiSplit. Timpani(C2 — B2), Bagpipe(C3 — A4), Snareroll(B6) and Snare Hit (C7). Snare Hit stops Snare Roll.

70	Percolater	Layer with Percussion. Timed Delays at 86 BPM for rhythmic effect.
71	Principale	Velocity/ Split / Layer. Velocity controls Pan Position of sound.
72	StringReed	Layered String and Reed.
73	Overweight	Layer. Big Analog Pad.
74	New Guitar	Velocity/Layer. Hard Velocity adds Steel String Guitar. Slider and Joystick(—) add Reverb and Chorus.
75	HyperBaby	Layer. Delicate Bell with Pitch EG!
76	Nasty Lead	Layer. Monophonic Lead with distortion. Let's get nasty !
77	HarpString	Layer. Delicate Harp and Strings.
78	Big Band	Velocity. Hard Velocity adds Bright Brass to the Sax ensemble.
79	Slam Dunk	Layer. Use dynamics and watch out for the big boys under the boards.
80	Spirals	Layer using Waveshaping for resonance.
81	LayerPiano	Layer. Slider controls Reverb Level.
82	SweetMutes	Layer. Play dynamically. Slider adds Reverb.
83	HyperAiry	Layer with lots of air.
84	BowWowBass	Multi Velocity Layer. Harder Velocity adds octave up bright Synth Bass.
85	VeloVoxBel	Multi Layer/Velocity. Pan position of Bell changes with Velocity, Slider increases Reverb depth and decreases Chorus Rate.
86	Policemen	Split. Pick Bass and Chorused Clean Guitar.
87	OrchSwitch	Split/Layer/Velocity (C2 — G3). Velocity switch between Harpsicord, Strings and Bassoon and Timpani, Strings and Brass.
88	Bass&Piano	Split (B3 — C4). Damper is disabled Acoustic Bass.
89	ArabnNites	Multi Layer/Split (B3 — C4). Bell and Gong on lower and Bell and Flute on upper. Slider increases Reverb depth.
90	Dreaming	Layer. Aftertouch increases Chorus depth. Velocity increases Reverb Level.
91	Dbl — Manual	Split/Layer (B3 — C4). Lower half simulates Lower Manual, upper half is Percussive Organ for solo. Aftertouch and Slider control Rotary Speed.
92	OrchReeds	Layer.
93	TheSweeper	Layer of SFZ Brass and Waveshaping sweep. Slider and Joystick(—) add Chorus and Reverb.
94	JustPlayIt	Layer. Playable as Electric Guitar or as Electric Piano.
95	Stakeout	Multi Layer, Slider increases Reverb depth.
96	Bavaria	Split/Layer. Aftertouch increases volume of Accordeon and Reverb Level. Have a beer!
97	Double Bow	Layer. Layered Strings in Octaves.
98	MoonLight	Layer/Split (B3 — C4). Deep Acoustic Bass on lower half and mellow Horns on the upper.
99	Dagobar	Layer. Spacey Layer with Auto Panning simulating Wavesequencing.

Bank B

00	Eternia	Multi Layer. Lots of sparkle and lots of phasing.
01	Power Comp	Multi Layer.
02	Orch&Timp	Split/Layer/Velocity. Harder Velocity adds Timpani in lower half.
03	TheBigIdea	Split/Layer (C4 — C#4). Waveshaping ResonantBass on lower half and classic analog stab on the upper half. Dedicated to Dave Stewart.
04	GuitarVibe	Split/Layer/Velocity (C#4 — D4). Velocity adds bells, Slider and Joystick(—) increase Reverb and Chorus depth.
05	Lub Bells	Velocity/Layer. Velocity adds Bells.
06	ChorusEGtr	Layer. Slider increases Reverb depth.
07	Dynamics	Velocity/Layer. Complex Velocity windowing gives the full range of orchestral dynamics.
08	Alto Hits	Velocity/Layer/Split(B3 — C4), Acoustic Bass on lower half, on upper half Alto Sax with soft Velocity, Brass with hard Velocity.
09	LayerDrms1	Layer. Slider increases Reverb depth.
10	BellMotion	Velocity/ Layer. Hard Velocity adds Bells. Slider and Joystick increases stereo effect.
11	Full Pipes	Layer with all the stops pulled out.
12	DarkBrass	Layer of dynamic dark Brass. Velocity increases Reverb.
13	Vaporizer	Layer.
14	MetalAlloy	Split/Layer/Velocity (B3 — C4). Velocity adds power chords on lower half (Damper Pedal enabled), upper half is Metal Lead with Pitch Bend enabled.
15	TasianWind	Layer. Polyphonic Lead sound.
16	Sky Light	Split/Layer(B4 — C5). Lower half is Guitar with Voice, top half with pretty mellow Lead. Aftertouch increases Reverb.
17	Pizz & Bow	Layer of Pizzicato and Marcato strings.
18	R&B Splits	Velocity/Layer/Split (F#4 — G4). Lower half is E.Piano with Damper enabled, upper is Tenor Sax with Pitch Bend enabled. Hard Velocity adds Brass Hits.
19	Katmandu	Velocity/Layer/Split (B3 — C4). Hard Velocity adds Drum Hit.
20	Nebulae	Layer. Airy — Spacey Pad, Joystick(—) increases Cross Delay.
21	The Tramp	Layer. Fat Electric Piano. Velocity increases effects.
22	Delicato	Layer. Small orchestral ensemble.
23	GhostVoice	Layer. Velocity increases Reverb.
24	GargleBass	Layer of Waveshaping Bass. Slider and Aftertouch increase Reverb and Flanger depth.
25	BriteBellz	Layer. Slider increases Reverb and Chorus depth.
26	Last Tango	Layer/Split (B3 — C4).
27	Deep Choir	Layer. Large Choir with bassy ambience.
28	Group Sax	Layer. Sax Ensemble panned across stereo field.
29	BugForest	Layer. Environmental sound.
30	Maniac	Multi Split/Velocity/Layer (C3 — C#3). Play soft and hard to change the mood of the maniac. Jet on C7.
31	ClickOrgan	Layer. Super Percussive Rock Organ.
32	BrassSwell	Layer. Sfortzando Brass. Wait for the swell.
33	Fat Analog	Layer. Slightly overweight, middle — aged analog synth.
34	GoldGuitar	Layer.
35	CanyonHarp	Multi Layer. Slider and Aftertouch increase Reverb and Chorus depth.
36	Bass&EP 1	Layer/Split (B3 — C4). Lower half has Pitch Bend enabled, upper half has Damper enabled.
37	Amadeus	Layer. Small String ensemble. VDA level increases Reverb and Chorus depth.
38	Bass&Vibes	Split (B3 — C4). Lower half has Pitch Bend enabled, upper has Damper enabled.
39	MetalMania	Velocity/Layer/Split. Play E2 and B2 for Drums, hard Velocity adds Crash on E2, C3 — B4 is power chords, C5 — C7 is fifth Lead Rock Guitar. The keyboardist revenge!

40	LiteBeams	Multi Layer. Slider and Aftertouch increases Reverb depth and Rotary Speaker Speed.
41	Pop Clav	Layer. Slider increases Reverb depth.
42	RegalBrass	Layer.
43	Slider Pad	Layer. Synth Pad, Slider Sweeps thru mid frequencies of parametric EQ.
44	WalkinBass	Velocity/ Layer. Use Velocity for expression.
45	SecretGong	Velocity/Layer. Hard Velocity adds "secret" Gong.
46	Lead & Pad	Layer/Split (D#4 — E4). Lower half has Damper enabled, upper half has Pitch Bend enabled.
47	Overture	Velocity/Layer/Split (A3 — A#3). Hard Velocity adds Orch Hit to lower half.
48	Fusionette	Layer. A light layer of E. Pinao and Horns.
49	LayerDrms2	Layer. Slider increases Early Reflection and Flanger rate.
50	DreamCycle	Split/Layer (E4 — F4). Play Octaves in lower half with Damper Pedal, upper half is solo sound with Pitch Bend enabled. Slider and Joystick increase Chorus and Reverb depth.
51	PositivAir	Layer of chiff Pipe Organ. Slider increases Reverb depth.
52	Woodwinds	Multi Split/ Layer. Reeds split across keyboard.
53	Neutrons	Layer. Big pad with movement.
54	JazzGuitar	Layer.
55	InTheBush	Layer. Slider and Joystick(—) increase Reverb depth.
56	RockShow!!	Split. C2 — C#2 Applause, D2 — E4 E.Guitar and Bass in octaves, F4 — C7 Rock Organ. Forget about ego problems and the bass player's wife. Be your own rock band today !
57	SilkString	Layer.
58	Big Brass	Layer of bright Big Brass. Slider increases Reverb depth.
59	Ethno Geo	Layer. Drums and Percussion layer with ethnic bells.
60	Sea Horses	Split/Layer/Velocity. Hard Velocity adds Bells, Slider and Aftertouch increase Delay depth and Rotary Speaker Speed.
61	PianoFloyd	Layer of A.Piano, E.Piano and Air Vox.
62	Fox Hunt	Layer of dynamic Rrench Horns. Velocity increases Reverb.
63	Apocalypse	Layer. Velocity and Aftertouch increase effects.
64	Rezzzz Man	Layer. Waveshape Resonance with very little ambience in effects. Slider increases Chorus Delay and Phaser depth.
65	Star*Pad	Layer. Velocity increases Reverb. Only stars can use this!
66	Flute&Pick	Split. Lower half has Damper enabled, upper half has Pitch Bend enabled.
67	Acappella	Layer. Female Choir with oohs.
68	CountyLine	Layer/Split (G4 — G#4). A.Guitar and Voices on the lower half with Damper enabled and Harmonica on the upper half with Pitch Bend enabled.
69	IslandDrum	Layer. Slider increases Reverb depth.
70	Multi "Fx"	Velocity. Different Velocities give four different delays times.
71	Mixture	Layer. Harder Velocity adds principal register.
72	Royal Pad	Layer.
73	SoftAnalog	Layer. Supersoft synth.
74	Hybrid Gtr	Layer of E.Guitar and A.Guitar. Slider and Joystick(—) increase Reverb depth.
75	TheRedSun	Multi Layer. Slider and Joystick increase stereo imaging.
76	ReturnLead	Layer. Polyphonic Lead with reverse Reverb effects.
77	Gtr&String	Layer. A.Guitar and Strings.
78	Gig Brass	Layer. Same effects as A78 so there is no muting of effects when hitting the bank switch.
79	Mad Bomber	Layer/Split (C4 — C#4). Lower half is explosion, upper half is Prop planes in a dogfight. Joystick(—) adds machine guns, Joystick(+) stalls the engine. More fun than most video games.
80	Vectors	Layer. Auto pan "vectors" between Gasmore and 50's Sci — Fi.
81	DynoPiano	Layer of Tine Electric Piano. Slider increases Reverb and Chorus depth.
82	Trumpets	Layer of Trumpet ensemble. Slider increases Reverb depth.
83	AiryWaves	Layer of Airy pad. Aftertouch increases Reverb and Chorus depth.

84	Synth Bass	Layer. Slider decreases Gated Reverb depth.
85	VoxWhistle	Multi Layer/Split(A#4 — B4). Lower half has damper enabled, upper half has Pitch Bend enabled. Slider and Joystick(—) increase Effects depth.
86	CountryJam	Split. Ya'll ready to ring — dang — doo !
87	Concerto	Layer. Harpsichord and Full Orchestra.
88	Bass&EP 2	Split (B3 — C4). Lower half has Pitch Bend enabled and upper half has Damper enabled.
89	Suspiria	Layer. It's mysterious.
90	Awakening	Layer. Slider affects Reverb balance.
91	Tremolo	Layer. Organ with built — in tremolo. Slider and aftertouch increase Chorus depth.
92	Embouchure	Layer. Nice Reed ensemble in octaves.
93	Wondering	Layer. Clavy sound with pad underneath.
94	Kotograph	Layer. Damper does not affect Flute.
95	Solitare	Layer. Good for those lonely nights at home alone.
96	HappyPolka	Split/Layer (B3 — C4). Tuba on lower half, Accordeon and Brass with Damper Pedal enabled. Aftertouch makes the dance hall bigger. "Zensi,.. ah mass!".
97	BigStrings	Layer. Three octave Strings for cinematic scoring.
98	Miles Away	Layer/Split (B3 — C4). Space split.
99	HorrorShow	Layer/Split. A really scary sound. Slider increases the terror.